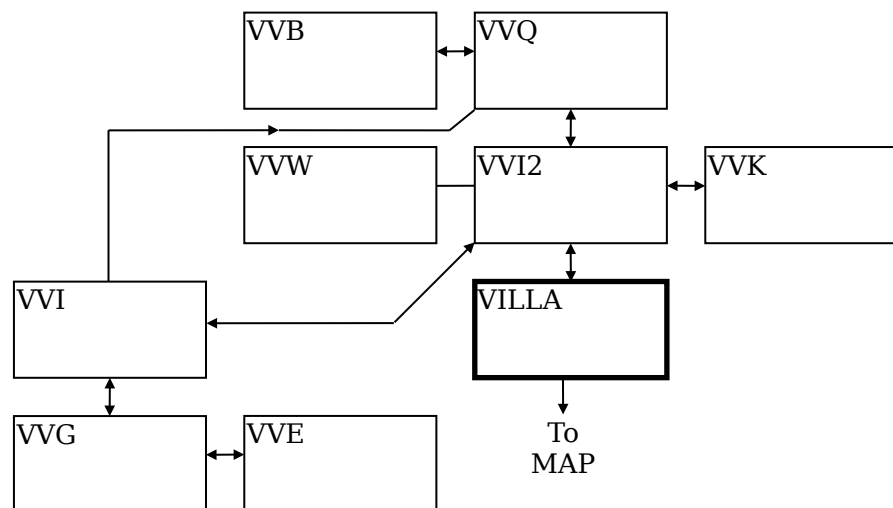
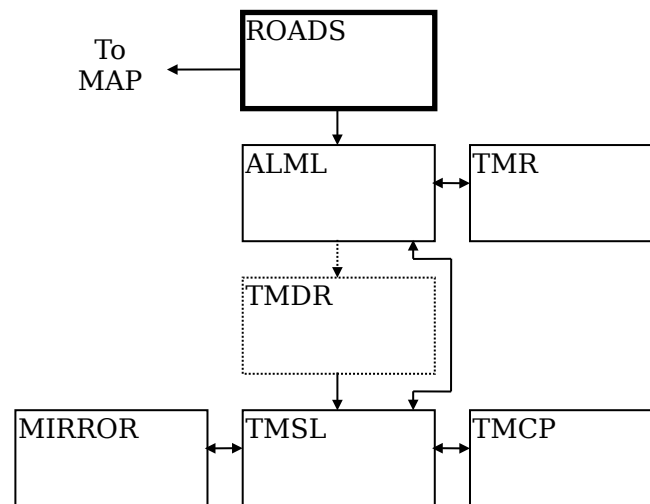


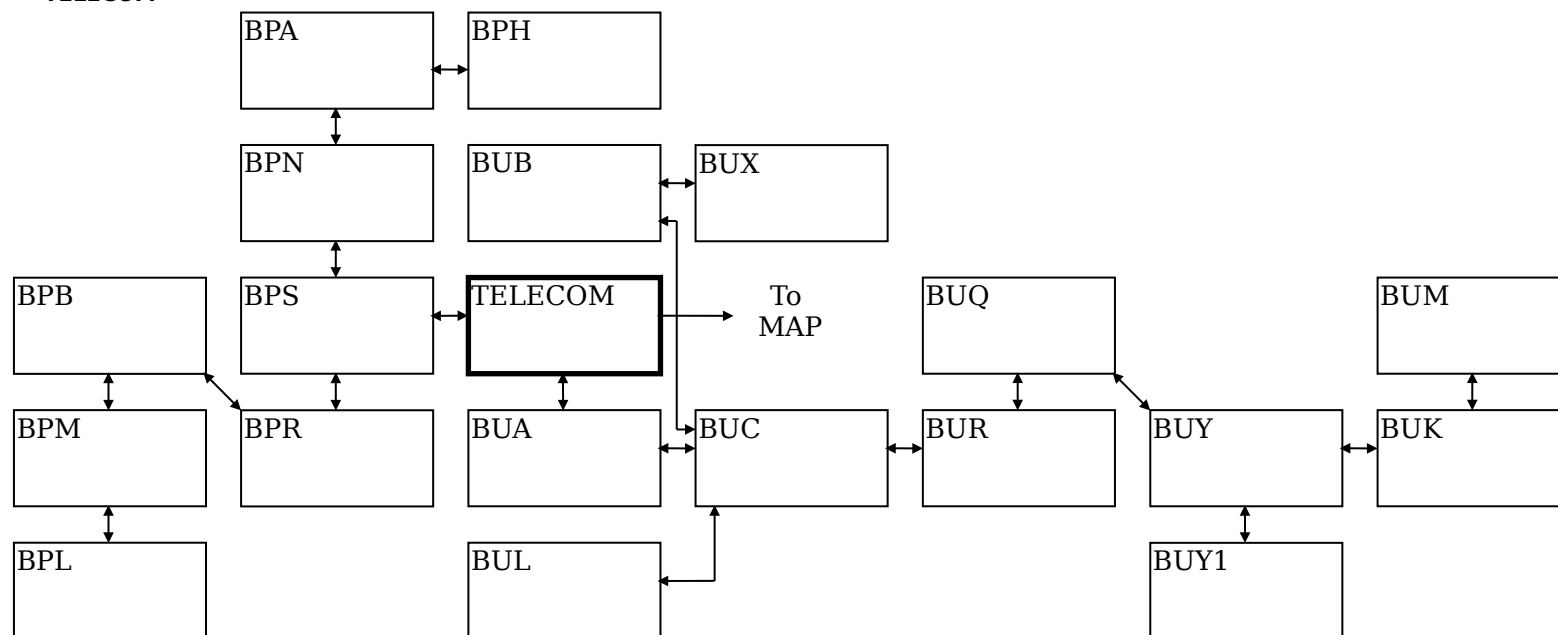
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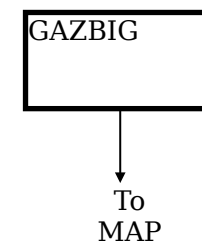
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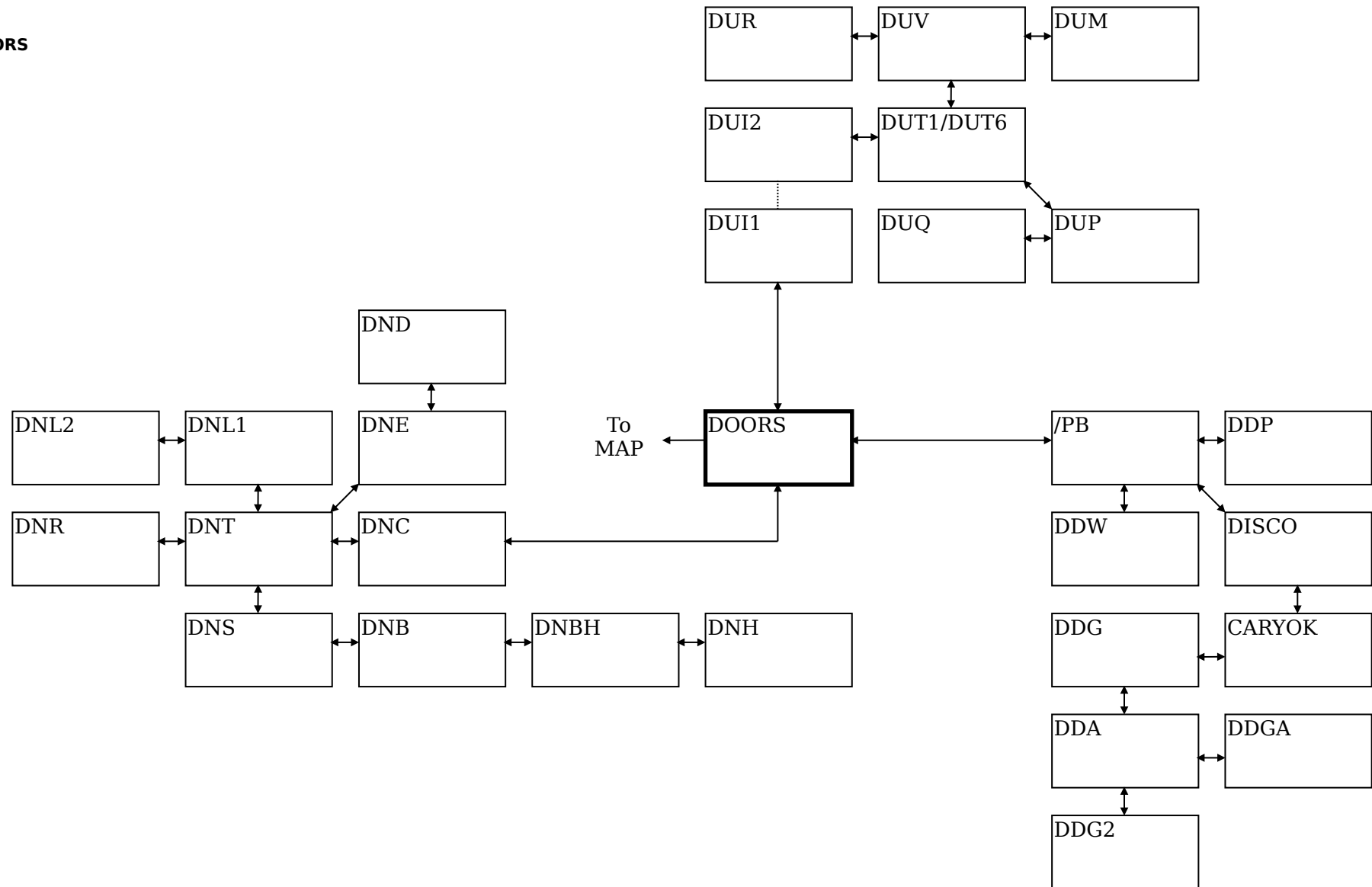
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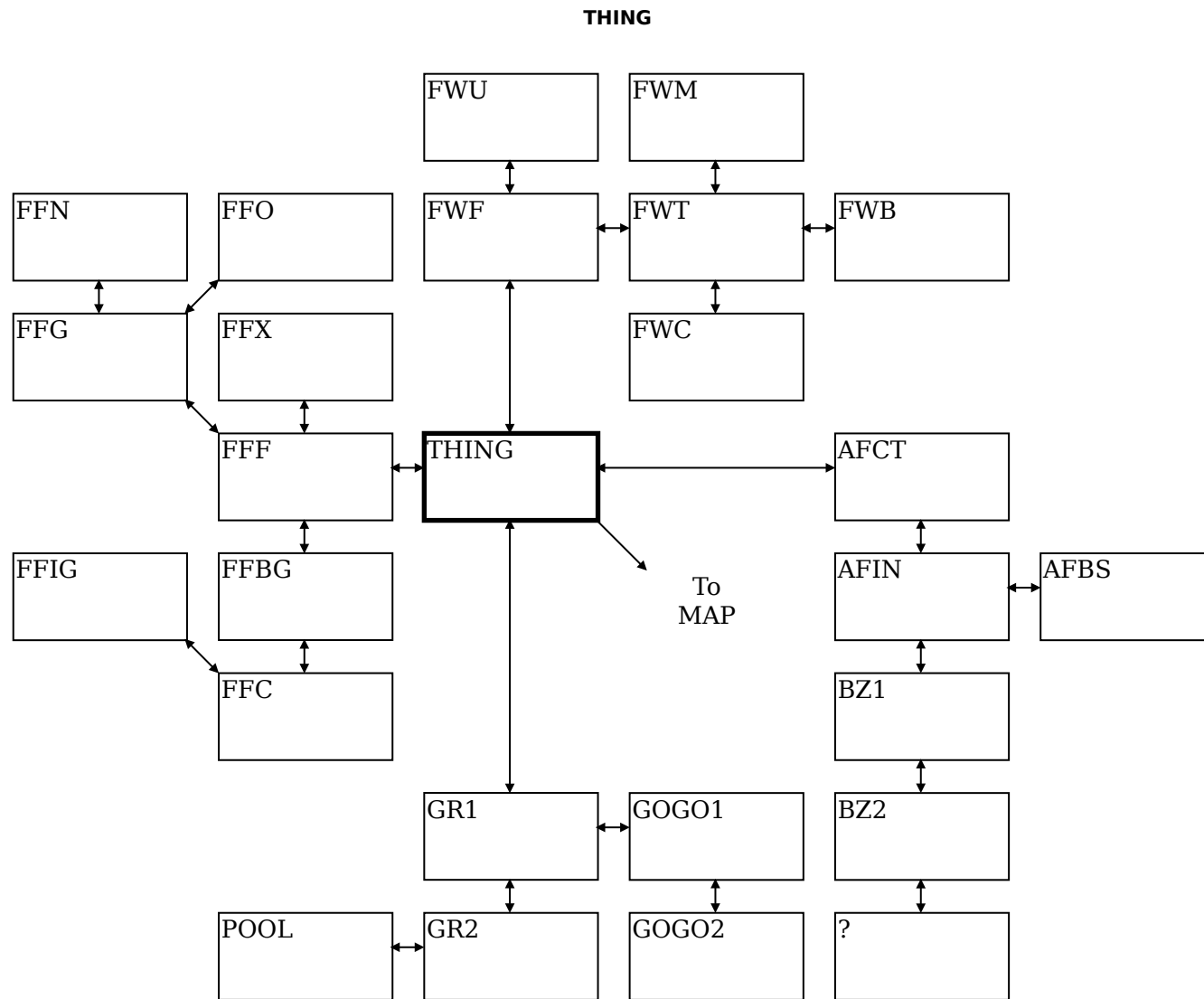


GAZBIG



DOORS





ARMED AND DELERIOUS COMPLETE WALKTHROUGH

Please note: Pressing CTRL+R with the subtitles turned on in the game will give the room's three-letter reference name. Use this name for finding your location on maps and on the walkthrough that follows

GRANNY'S KITCHEN (VVK):

- Click on the chair on the right, don't let go of the button, and move the drag cursor to the far left of the screen.
- Click on the pink thing on top of the cupboard, you get a **snorkel**.
- Click on the bottom left of the screen

GRANNY'S HALLWAY (VV12):

- Click on the stairs on the bottom of the screen,

GRANNY'S ATTIC (VVQ):

- Click on the green bottle **"a bottle of brandy"**
- Drag the pole to the right
- Click on the bucket - apply the bucket icon on the running worm till you'll get the worm **"color worms in a bucket"**.
- Now go to the left room

GRANNY'S BATHROOM (VVB):

- Drag the trash can near the bath-rug
- Click on the bath rug and apply it on the hole in the floor
- Click on the trash can's lid **"a sun tan lotion"**
- Go back to GRANNY'S HALLWAY (VV12)

GRANNY'S HALLWAY (VV12):

- Click on the left exit near the stairs

GRANNY'S DINING ROOM (VVI):

- Click on the remote control on the desk
- Click on the coffin on the left - **"a flying casket"**
- Click on the table drawer on the right - **"a porno magazine"**.
- Click on the exit under the stairs

GRANNY'S BEDROOM (VVG):

- Drag the picture upwards
- Click on the pills jar and apply it on the foot print on the floor - **"anti - dizziness pill"**
- Click on the trash can on the left twice

GEORGE'S SECRET (VVE):

- Go near the drawers on the left
- Click on the second bottom drawer

- Click on the "now opened" drawer on the right - **"A tape recorder"**
- Click on the door in the floor
- Return to GRANNY'S HALLWAY (VV12)

GRANNY'S HALLWAY (VV12):

- Click on the safe on the right
- Drag the plunger - **"a plunger with a bell"**.
- Go to the exit on the left

GRANNY'S WORKROOM (VWV):

- Click on the white thing in the drawer, - **"a coat hanger"**, and **"a scarf"**.
- Open the inventory and click on any icon, apply it on the rails, (if the rails won't stay up, check that you have these items: "color worms in a bucket", "a bottle of brandy", "sun tan lotion", "a snorkel", "a coat hanger", "a flying casket".
- click on the washing machine, and drag it to the door on the right.

MAP:

- Click on the middle world on the bottom

GAZBIG

- Click on the **"rubber band"** on the left
- Click on the twirling object on the right (near the clouds) - **"half a compass"**
- Click on the left tire of the van - **"dream maker capsule"**
- Now leave the screen

MAP:

- Click on the upper right world

TELECOM:

- Click on the black hole

WASTELAND (BUA):

- Drag the bottom rock to the right
- Click on the giant needle on the left and apply it on the toilets' rim
- Click on the shovel on the right and apply it on the trash can
- Click on the shovel 3 times

- Click on the yellow metallic thing behind the trash can on the left and apply it on the bottom of the screen when the ants aren't there.
- You're now able to walk on the toilet's rim, click on the middle of the screen to do so

DARK FOREST (BUC):

- Go the upper left exit

CRADLE SNATCHERS (BUB):

- Click on the triangular object on the floor and apply it to the bottom of the tree with the button on it
- Click on the plank on the floor and apply it on the triangular object
- Click on the left side of the plank
- When you see the kangaroo on the left, click on the red button (if you'll do it right) you will get : - **"a baby carriage"**.
- Now, leave the world, and enter GAZBIG

GAZBIG:

- Use the **"baby carriage"** on the guy - **"a hammer and music notes"**
- Go back to CRADLE SNATCHERS (BUB)

CRADLE SNATCHERS (BUB):

- Click on the right end of the path

THE DUNGEON (BUX):

- Click on the buffer(the wooden thing in front of the rails)
- The green creature will fall down, use the **hammer & notes** on him
- Click on the green item on the right - **"a blow-dryer"**
- Go back to the map, and enter GAZBIG again

GAZBIG:

- Use the blow dryer on the guy - **"china plate"**.
- Now, in the map go the bottom location

DOORS:

- Click on the double doors

PINBALL (PB):

- Click on the middle hole on the left

THE SHOOTING RANGE (DDW):

- Click twice on the desk's bell
- Use the **china plate** on the shop keeper,- "**a bullet**"
- Click on the "**earmuffs**"
- now exit the shop, and go to the right middle hole

THE BAR (DDW):

- Click on the glass of beer and use it on the woman on the left
- Use the **coat hanger** on the coat rack, (near the toilet door)
- Click on it when the door opens again and, when the woman rises, click on it again and she'll be knocked unconscious
- Click on her seat
- Click on the cards
- Click on the blue clock on the table - "**the Translator**"
- Go out to the DOORS

DOORS:

- Click on the bottom right exit

THE UNDERGROUND CORRIDOR (DNC):

- Click on the hallway
- Click on the middle of the hallway and drag it up
- Click on the first door on the right (with the video camera)
- Click on the left and right areas in front of it (the skirting board), till the camera gets crazy,
- Open the door

THE ASYLUM (DNS):

- Use the **scarf** on the guard when he bends down
- Click on the 4 large buttons so that the barred door is moved down and the door to it's right is up
- Click on the three buttons on the control panel so that the doors between the cells are open
- Click on the very small buttons and the barred door will swap places with the door on it's right.
- Click on the telescope - "**A Telescope**"
- Click on the sewage lid

THE HAIRDRESSERS (DNB):

- Drag the lid up the screen
- Sit in the chair in front of the hole
- Make sure that Granny stays sat down by clicking on the chair whenever she moves her legs
- When the barber falls, click on the hedgehog

- Click on the chair
- Drag granny into the right mirror
- Click on the stairway

AIR CONDITIONING (DNBH):

- Drag the big round frame of the left vent to the left
- Drag the tip of the vent to the right

THE PLANT PLOT (DNH):

- Use the **plunger** on the door you got in from
- Exit and enter back to THE PLANT PLOT (DNH)
- Talk with the nearest plant,
- Click on the mirror - "**double mirror**",
- Use the **translator** on the machine on the left
- Click on the pendulum - "**pendulum**"
- Go out to THE UNDERGROUND CORRIDOR (DNT)

THE UNDERGROUND CORRIDOR (DNT):

- Go to the furthest white door (click on it)

THE BROKEN LIBRARY (DNL1):

- Click on the big book case (on the right)
- Click twice on the bottom left corner

THE LIBRARY (DNL2):

- Drag the screw to granny's direction - "**A Screw**"
- Go to GAZBIG

GAZBIG

- Use the **telescope** on the guy - "**worms poster**"
- Enter GAZBIG again
- Use the **pendulum** on the chicken - "**an airy chicken**".
- Go to the map

MAP:

- Go the middle upper location

THING:

- Click on the rock with the balloon

THE OUTBACK (FFF):

- Drag the bucket into the well
- Drag the handle of the well to the right once
- Drag the lever on the pipe left
- Drag the bucket from the well
- Drag the bucket on the lever
- Drag the handle to the right again
- Click on the opening

THE CAVE (FFB):

- Click on the pink boxes on the water

- Use the pink boxes on the left hook
- Click on the bluish box in the water - "**fish tank**"
- Click on the bottom right exit

A GREEN SCENE (FFC):

- Drag the fruits on the right downwards
- Use the "**color worms in a bucket**" on the water
- Click on the hole beneath the green creature - "**a round green creature**"
- Go back to THE OUTBACK (FFF)

THE OUTBACK (FFF):

- Click on the gas station

OILY AND WRIGGLY (FFX):

- Click on the nozzle
- Click 3 times on the station's wheels
- Use the **worms poster** on the worm - "**a baseball cap**"
- Go back to THE OUTBACK (FFF)

THE OUTBACK (FFF):

- Click on the exit behind the far left rock

GIANT STEPS (FFG):

- Use the **bullet** on the giant
- Click on the giant's belt - "**A Giant Belt**"
- Go back to THING

THING:

- Click on the upper right round world

THE SMELLY DUMP (GR1):

- Click on the laundry line behind granny
- Go the to left screen

BESIDE THE SMELLY DUMP (GR2):

- Click on the middle of the screen in order to go to POOL

POOL:

- Click on the bag
- Go back to BESIDE THE SMELLY DUMP (GR2)

BESIDE THE SMELLY DUMP (GR2):

- Use the **rubber band** on the handle on the left
- Use the **giant belt** on the conveyor
- Use the **fish tank** on the conveyor - you'll get "**Grandpa in a bag**",
- Go back to THING

THING:

- Enter the bottom right round world

THE PARK (AFCT):

- Click on the bench
- Drag granny's leg up
- When the girl falls into the fountain, use the **snorkel** on the fountain
- Click on the **"dynamo"** on the floor
- Drag the bus to the left

BUSTED (AFBS):

- Click on granny
- Click on the yellow handle near the wheel
- Drag the green hose on the handle
- Click on the wipers
- Click on the **"light bulb"**
- Exit the bus (the exit symbol is on the stop sign)

THE STREET:

- Enter the house on the right end of the street,

THE GOOD OLD DAZE (BZ1):

- When the trolley is on the left use **grandpa in a bag** on the trolley
- When the trolley reaches the right corner click on the handle above the recycling can on the right
- Click on the exit on the right

THE GOOD OLD DAZE (BZ2):

- Click on the bone with the balloons & quickly click on the table cloth - **"table cloth"**
- Click on the skeleton - **"glass of old liquor"**
- Exit back to the street
- Click on the exit at the far end of the screen and you'll get **"a metal crowbar"**
- Go out to the main map

MAP:

- Go to the bottom left world

ROADS:

- Click on the exit on the bottom right of this world (near the stop sign)

SPROCKET CITY (ALML)

- Click on the giant sprocket
- Drag the stairs near the sprocket
- Click on the button on the bottom of the stairs
- Click on the opening,

ENTRANCE TO MUSEUM (TMDR):

- Click on the rotating gate when the guard starts to walk towards granny,

THE MUSEUM (TMSL):

- Click rapidly on the big round mirror on the ceiling till the guard faints
- Click on the right exit

THE HANGING GARDEN (TMCN):

- Drag the cannon on the right to the left
- Click on it
- Shoot out all of the pillars
- Click out of the cannon
- Click on the right wall, then on the left wall
- Click on the box the creature holds - **"corn flakes"**,
- Go back to THE MUSEUM (TMSL)

THE MUSEUM (TMSL):

- Click on the left picture on the bottom floor
- Go to GAZBIG

GAZBIG:

- Use the **bottle of brandy** on the **corn flakes** - **"spiked corn-flakes"**,
- Use the **spiked corn-flakes** on the pig - **"air-bubbling pig"**
- Go back to THE OUTBACK (FFF) (the stone with the balloon in THING)

THE OUTBACK (FFF):

- Go to GIANT STEPS (FFG)

GIANT STEPS (FFG):

- Click on the flying house

NUMEROLOGY (FFN):

- Pull the left lever down
- When he faints, pull the left lever back up
- Drag the right lever up
- Drag the fainted guy's helmet to the right
- Use the **air bubbling pug** on him
- Click on the blue machine twice - **"a memo (echo) machine"**.
- Go to DOORS

DOORS:

- Go to THE UNDERGROUND CORRIDOR (DNT)

THE UNDERGROUND CORRIDOR (DNT):

- Click on the second door on the right (a red door)

THE LABORATORY (DNR):

- Click on the handle on the right

- Drag the air tube (upper right tubes) on the close exit of the suction machine
- Use the **green creature** on the bottom conveyor
- Click on the whistle on the left, next to the closet - **"Whistle"**.
- Go to THING

THING:

- Click on the tree

THE BORED TREE (FWF):

- Click on the pebbles on the bottom right of the ground
- Click on it again (while the tree moves his hands)
- Click on the bike on the left

THE ARTFUL TREE (FWG):

- Click on the car battery on the ground
- Click on the bridge on the right
- Click on the shrub next to where the bridge was
- Click on the envelope that is on the table
- Click on the bike
- Use the **light bulb** on the socket (it's hanging down next to the painting)
- Use the **dynamo** on the bike
- Click on the painting - **"folding steps"**
- Go back to THE BORED TREE (FWF)

THE BORED TREE (FWF):

- Click on the skateboard

THE LIVING FOREST (FWT):

- Click on the bottom left exit

THE MUSICAL TREE (FWC):

- Click on the crowd on the bottom left corner
- Use the **memo (echo) machine** on the area left to the tree
- Click on the little box on top of the other boxes - **"Jack in a box"**
- Go back to THE LIVING FOREST (FWT)

THE LIVING FOREST (FWT):

- Exit from the left

THE RADICAL TREE (FWM):

- Click on the cheese
- Click on the boulder
- Click twice on the arrow sign
- Click on the tunnel drawing
- Click on the cheese again

- Use the **screw** on the tree - “**a horn**”
- Go to the TELECOM location

TELECOM:

- Enter the upper left world

COMMUNICATION CENTRAL (BPS):

- Click on the handle next to granny
- Click on the green window
- Click on both of the green blinds again
- Click on two of the three triangular windows on the right of the green window.
- There are 4 switches on the bottom right corner, *a b c* & *d*, from left to right
- Click on *a* once, *c* twice, *d* 3 times
- Click on the new door

CONTROL CENTRE (BPN):

- Click on the panel next to the door
- Drag the electricity line onto the opened panel
- After the guard gets electrocuted, click on the right button (on the panel next to the guard’s post)
- Click on the mouse in the box- “**a mouse**”
- Click on the door with the blinking lights

THE CHANGING ROOM (BPA):

- Drag the vacuum's nozzle to the left of the table
- Click on the cloths rack
- When the woman is behind the shower curtains, use the **mouse** on the curtains and quickly drag nozzle upwards - “**model’s clothes**”
- Go back to CONTROL CENTRE (BPN)

CONTROL CENTRE (BPN):

- Click on the left button
- Click on the new exit

THE GAMESHOW (BPH):

- In this game show you will need to avoid from being caught by the fork and the shopping cart, and lure the cart in bumping into the big wheel.
- After doing that, click on the square thing in front of the announcer's desk - “**the bottom part of a hang glider**”
- Now go back to COMMUNICATION CENTRAL (BPS)

COMMUNICATION CENTRAL (BPS):

- Click on the rotating remote control

ELCTRI-CITY (BPR):

- Click on the middle red thing behind granny
- Click on it again
- There are 6 radio tubes on the bottom right corner of the screen, from back to front and left to right - *a, b, c, d, e, f*, and there are three wires connected to the left of the portal from up to bottom - *x, y, z*
- Click on tube *b* and then on wire *y*, and get out by the new door

A GRAND ENTRANCE (BPB):

- Use the **whistle** on the **horn** - “**whistling horn**”
- Use the **whistling horn** on the bubble gum machine on the right
- Go back to ELCTRI-CITY (BPR)

ELCTRI-CITY (BPR):

- Click on the cigar that the pink thing with hairs holds - “**a cigar**”
- Go back to A GRAND ENTRANCE (BPB)

A GRAND ENTRANCE (BPB):

- Click on the squared door on the opened castle gate

WORK IT OUT (BPM):

- Click on the squeegee
- Click on the tap and then drag it towards the bath
- Click on the squeegee - “**a squeegee**”
- Click on the trampoline and quickly on the round handles
- Click on the bike’s wheel

FEEL THE PRESSURE (BPL):

- Click on the eye in the center of the back wall
- Click on the right handle on the tube
- Click on the wheel connected to the machine (on the right of it)
- Close all of the hatches (by clicking on them)
- Click on the chair on the left
- Click on the opened chute in the ceiling
- Click on the grey button on top of the machine and as soon as possible click on the chair again - “**master key**”
- Go out to the main map

MAP:

- Go back to SPROCKET CITY (ALML) and enter THE MUSEUM (TMSL)

THE MUSEUM (TMSL):

- Click on the mirror next to the space exit
- Use the **squeegee** on it the mirror
- Now click on the handle (that is now visible on the right of the mirror), you’ll get “**a diamond**”
- Go to the THE BORED TREE (FWF)

THE BORED TREE (FWF):

- Click on the tree’s mouth when opened

HOLLOW HOME (FWU):

- Click on the table
- Click on the chair (bottom left corner)
- Drag the rope on the right to the left
- Use the smelly **cigar** on the chair and get the “**long sheet of paper**”
- Go back to THE BORED TREE (FWF)

THE BORED TREE (FWF):

- Click on the skateboard
- Drag tree that’s behind of granny

THE STOCK MARKET(FWB):

- Click on the judge’s table
- Click on the monitor on the upper left
- Use the diamond on the **double mirror** to get “**diamonds**”
- Give **diamonds** to the guy on the right - “**Exploding Box**”
- Click on the box next to the guy on the right.
- Go back to the villa and go into GRANNY’S WORKROOM (VWV)

GRANNY’S WORKROOM (VWV):

- Use the long sheet of paper on the ball on the top shelf - “**a ball filled with water**”
- Click on the brown vase
- Click on the white thing on the floor - “**an electric button**”
- Go back to the dark world and go to DARK FOREST (BUC)

DARK FOREST (BUC):

- Click on the right exit

HEADACHE (BUR):

- Click on the axe
- Click on the axe again
- Use the **dream maker capsule** on the opened head
- Click on the exit on the upper left area of the screen

LAUNDRY:

- Quickly click on the rim of the tunnel (or you'll be thrown away HEADACHE (BUR), if so - try it again)
- Click on the bottom right area of the tunnel
- Click on the trolley when near to granny
- Once the trolley is in front of the big woman move the mouse left for the first jab and the right for the second jab

PASSION PIT (BUY):

- Click on the bone on the table
- Click on the basket (that's going up and down), until granny throws a grenade on the guy on the right
- Use the **baseball cap** on his head
- Use the **old liquor** on the table in front of him
- Now click on his legs
- Click on the chair - you'll get "**underpants**"
- Click on the dart board on the left
- There are three circles with colors, from the inner circle out click on yellow, blue, brown,
- Click on the opened microwave door

BIG GAME (BUK)

- Use the **anti dizziness pill** on granny
- Click on the giant snail's head
- Click on his tail
- Click on the guy with the drill
- Click on the mushroom on the bottom of the screen - "**a mushroom**"
- Go through the new opening

MELONIE (BUM):

- Use the **metal crowbar** on the triangle thing on the right
- Click on the triangular thing
- Click on the toaster until it is on the triangle
- Click on the bouncing creatures over the hot plates until they're both inside the toaster
- Click on the toaster twice
- Use the **jack in the box** on the big block on the left of the rotating plate Melony is on
- Use the **underpants** on Melony
- Click on the opened closet - "**family album**"
- Drag the giant plate to the left.
- Go to the DOORS

DOORS:

- Click on the hinges of the white door
- Click on the opening

TWISTED ELEVATION (DUI):

- Click on the bolts of the elevator's panel
- Drag the foot to the mirror
- Click on the highest button (4th floor)
- Click on the left red handle

THE INVERTED CORRIDOR (DUT):

- Click on the hallway
- Drag the tip of the pyramid to the far right area
- Click on the last door in the corridor

DOWNSIDE UP (DUU):

- Click on the stair way at the left of the screen
- Drag the stair way to the left once
- Click on the stairs

FRTZ (DUR):

- Use the **folding steps** on the gap in front of granny
- Use the **half compass** on the bluish twirling thing near the stairs
- Now use the **family album** on the dog
- Drag the dog and Fritz straight up to the window
- Go back to DOWNSIDE UP (DUU)

DOWNSIDE UP (DUU):

- Click on the creature on the ceiling/floor,
- Use the **ball filled with water** on the floor that granny is on
- In the dark click on the area the creature was
- When the light comes back click on the "**lamp shade**" on the table next to granny
- Use the **electric button** on the button panel on the right (near the grate)
- Click on the grate

THE CABIN (DUM):

- Click on the sketch twice - "**a blueprint**"
- Click on the wheel under the sketch
- Click on both of the handles on the right
- Click on the button near the handles
- Click on the button near the tubes
- Click on the area on the bottom left (not the exit)
- Go back to THE INVERTED CORRIDOR (DUT)

THE INVERTED CORRIDOR (DUT):

- Click on the wooden plank on the bottom of the middle door in the corridor

ESCHERESQUE (DUP):

- Use the **airy chicken** on the fire place
- Drag the round shiny knob on the floor
- Click on the crack near the drawers
- Click on the upper drawer on the second floor
- Click on the hole on the bottom floor
- Click on the camera when the creature can't see - "**a camera with a backwards flash**"
- Drag the mirror on the left and go in

RUBIK'S HOUSE (DUQ):

- Click on the arrow that is pointing to granny
- Click on the arrow that is pointing to the left of granny
- Use the **blueprint** on the architect
- Click on the bucket and apply it on the record player - "**red dancing boots**"
- Now go back to the map (in the elevator use the right red handle in order to turn the elevator back to normal)

MAP:

- Go to THING

THING:

- Go to the upper round world
- Go to the right exit

GEORGE (GOGO1):

- Use the **model's clothes** on George

GEORGE (GOGO2):

- Use the **flying casket** on the left part of the room
- Use the **camera with a backwards flash** on George
- Click on the suitcase next to the table - "**a suitcase (with a sock credit card)**"
- Go back the Villa and then go to the room where you found the tape recorder

GEORGE'S SECRET:

- Drag the left door to the left
- Use the **suitcase** on the white panel on the right
- Click on the lever in the opened door
- Click on the football helmet - "**A Football Helmet**"
- Go to SPROCKET CITY (ALML)

SPROCKET CITY (ALML):

- Click on the door that is next to the stairs

SPACE HOPPER (TMR):

- Click on the intercom next to granny
- Use the **helmet** on the referee (the guy that sleeps)
- Click on the cubes in front of granny, one by one
- When you reach the other side click on the goblet (the trophy) – “**a goblet**”
- Go to GIANT STEPS (FFG) (the giant on THE OUTBACK (FFF))

GIANT STEPS (FFG):

- Use the **lamp shade** on the balloon maker
- Use the **goblet** on him
- Click on the engine - “**an engine and a car battery**”
- Go back to DARK FOREST (BUC)

DARK FOREST (BUC):

- Click on the car
- Use the **engine** on it
- Go to the left exit

ROO'S PITSTOP (BUL)

- Click on the machine in order to operate it
- Click on the top button just in time to stop the kangaroo
- Click on the bench and on then on the kangaroo - “**a magnet**”
- Go to the pinball world again

PINBALL (PB):

- Click on the middle hole

DISCO:

- Click on top of the table
- Click on the disco ball
- Use the **dancing boots** on the dance floor
- Click next to the DJ's desk, and then on the DJ himself - “**a clapping hat**”
- Drag the table to the bottom right area and enter the hole

THE CABARET (CARYOK):

- Click on the right paddle once and then drag it down
- Click on the middle paddle
- Click on the old guy's ears
- Click on the piano
- Click on the opening next to the left old guy

CHECKPOINT 1 (DDG):

- Use the magnet on the guard

- Click on the button on the right - “**an emergency steering wheel**”
- Go to CHECKPOINT 2 (DDA)

CHECKPOINT 2 (DDA):

- Use the **porno magazine** on the guard
- Use the **chit** on the hole to the right of him
- Click on the curtain

FLORENCE (DDGA):

- Drag the speaker to the hook
- Click on the loose red brick on the wall
- Use the **emergency steering wheel** on the hole in the wall
- Drag Florence straight to the hole - you get “**an electric guitar**”
- Now go to GAZBIG

GAZBIG:

- Use the clapping hat on the salesman - “**the top part of hang glider**”
- Go back in and use the **electric guitar** on him - “**a fishing rod**”
- Now go to GIANT STEPS (FFG)

GIANT STEPS (FFG):

- Use the **fishing rod** on the running stone with glasses on the bottom left near the giant mushroom - “**a pair of glasses**”
- Go to A GREEN SCENE (FFC) (from which you have gotten the green creature)

A GREEN SCENE (FFC)

- Drag the sun to the right

QUINN (FFI):

- Use the **bottom part of a hang glider** with the **top part of a hang glider** - and use the hang glider on the fork
- Now go to the DOORS

DOORS:

- Go to THE UNDERGROUND CORRIDOR (DNT)

THE UNDERGROUND CORRIDOR (DNT):

- Click on the last door on the right

SPEAKERS:

- Quickly use the **earmuffs** on granny
- Click on the right side of the table, you'll get 2 “**crooked sticks**”,

- Click on the bottom centre area of the turntable - the camera should now point downwards
- Use a **crooked stick** on the revolving record player
- Click on the new door on the left

DONNA:

- Use the **Glasses** on granny
- Use the **Exploding Box** on the area near Donna
- Use the second **crooked stick** on the Exploding Box
- Drag it the handle of the window to the right
- Drag Donna towards the window
- Go to THE PLANT PLOT (DNH)

THE PLANT PLOT (DNH):

- Use the **master key** on the giant ventilator
- Drag the ventilator to the right
- Click on the stairs on the right
- Click on the rightmost handle in front of the ventilator
- Click on the ventilator and you've completed the game